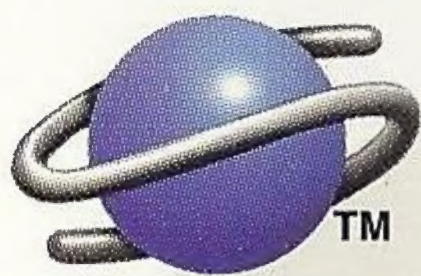


SEGA™



TM

SATURN
SEGA

AKkaim®
entertainment, inc.

THERE GOES THE NEIGHBORHOOD!



W
IN your
House™



T-8126H



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

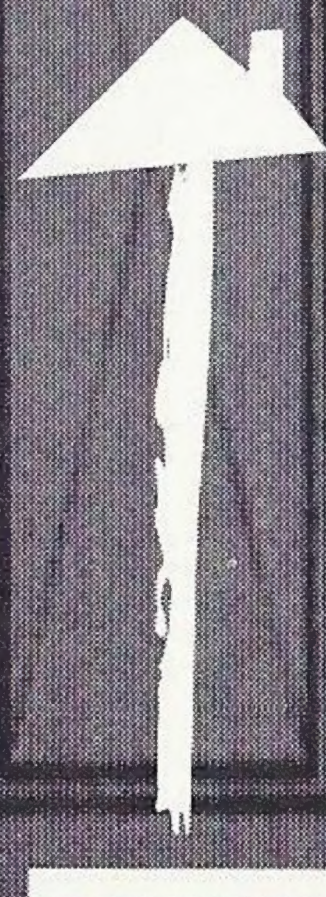
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

Sega Saturn™ Game Console Setup	2
Wrestling's Hottest Action Is IN YOUR HOUSE™	3
Setting Options	4
Choosing Wrestlers And Matches	5
Offense And Defense: The Basics	6
Stepping Up The Attack	8

THE **WF** 'S MIGHTIEST ARE IN YOUR HOUSE™

British Bulldog	10
Goldust	11
Bret Hart	12
Owen Hart	13
Hunter Hearst-Helmsley	14
Ahmed Johnson	15
Shawn Michaels	16
Ultimate Warrior	17
The Undertaker	18
Vader	19
Strategies For Surviving WF IN YOUR HOUSE™	20



PREPARING FOR **WF** WRESTLING IN YOUR HOUSE™

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in the Control Pad(s).

NOTE: **WF** IN YOUR HOUSE™ IS FOR UP TO 4 PLAYERS. TO PLAY WITH UP TO 4 PLAYERS, YOU MUST INSERT SEGA TEAM 6 MULTI-PLAYER ADAPTER (SOLD SEPARATELY) AS DESCRIBED IN ITS INSTRUCTIONS.



2. Place the **WF** In Your House™ disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

IMPORTANT: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

NOTE: **WF** IN YOUR HOUSE™ DOES NOT USE THE MEMORY CARTRIDGE OR INTERNAL RAM SAVE FEATURE.



WRESTLING'S HOTTEST ACTION IS IN YOUR HOUSE!

Brace yourself! The ultimate wrestling game has finally arrived! The World Wrestling Federation is IN YOUR HOUSE™--and in your face!--with the most extreme wrestling action you've ever seen featuring ten of the greatest stars the **W** has ever known! Heartbreak Kid Shawn Michaels! Bret "The Hit Man" Hart! Ahmed Johnson! The Undertaker! The British Bulldog! Owen Hart! Vader! Hunter Hearst-Helmsley! Goldust! And Ultimate Warrior! Take wrestling to the lethal limit with up to four players raging in the ring!

As Bret Hart, you will descend into Stu Hart's-Basement, the proving ground where your father taught you to develop your "excellence of execution"! As The Undertaker, you will utilize the Creature Toss and Tombstone Slam--with actual tombstones!--to bury your opposition once and for all!

But all this is just the brutal beginning, because when **W** action surges IN YOUR HOUSE™, you'll find yourself out of breath! These **W** stars not only compete inside a standard ring, they each have their own unique combat site--like Ahmed Johnson's gym and Shawn Michaels' rock club! Power-ups energize these grappling legends like never before! And be warned: You'll have to rack up plenty of ring experience before you're able to uncover the secret finishing moves that make matches meaningful!

This is **W** action like you've never seen it before! IN YOUR HOUSE™ is here, and it's gonna rock you to the rafters! Home sweet home? We don't think so!

WEIGHT
ROOM





At the **W** IN YOUR HOUSE™ title screen, press the START BUTTON to see the game menu options, featuring these choices: START GAME, OPTIONS, SOUND SETUP and CONTROL SETUP. Highlight your choice and press the START BUTTON.

To return to the title screen at any time during game play, hold the START BUTTON and the A, B and C BUTTONS together.

START GAME

To begin the game, before or after setting options, highlight START GAME and press the START BUTTON. You will then come to the Wrestler Select Screen, where you can choose your wrestler before entering the ring.

OPTIONS

TIMER	ON
POWERUPS	COLOR CODED
DIFFICULTY	MEDIUM
BLOCKING	ON

PRESS START TO EXIT

OPTIONS

To set OPTIONS, press the START BUTTON when this choice is highlighted. You will come to the options screen. To change option settings, highlight by pressing UP or DOWN on the Directional button, then toggle settings by pressing LEFT or RIGHT.

TIMER

Choose to play with the round timer ON or OFF.

POWER-UPS

Choose to play with Color Coded Power-ups (Blue is good, White is bad), Random (you can't tell if a Power-up is good or bad) or Off.

DIFFICULTY

Choose to wrestle at Easy, Medium or Hard skill levels.

BLOCKING

Choose to play with blocking ability ON or OFF.

SOUND SETUP

Press the START BUTTON to see the Sound Setup screen, where you can choose:

STEREO ON or OFF (Mono).

SOUND Set the sound volume from Low to High.

CONTROL SETUP

Press the START BUTTON to access the Control Setup screen, where you can reassign button controls to suit your style by pressing UP or DOWN on the D-PAD, then toggling settings by pressing LEFT or RIGHT. Press the START BUTTON to return to the Main Menu.

CHOOSING WRESTLERS AND MATCHES

Press any direction on the D-PAD to move the cursor to your favorite wrestler. Once you've selected a wrestler, press the C or START BUTTON to unleash a barrage of **WF** IN YOUR HOUSE™ wrestling action! But don't hesitate: There's a time limit, and if you don't choose your wrestler quickly, the computer will choose one for you based on the last position of the cursor. If you are playing a one-player game, the computer will automatically choose your opponents. Otherwise, up to four players select their wrestlers—even the same wrestler! There are different methods of **WF** IN YOUR HOUSE™ mayhem, each one presenting its own unique brutal challenges. The modes depend on how many players are involved.

1 PLAYER (AGAINST THE COMPUTER)

SEASON - Play each wrestler once (10 matches)

INTERCONTINENTAL - Easy ladder

1 computer opponent 5 times

2 computer opponents 4 times

3 computer opponents at once

WORLD WRESTLING FEDERATION - Hard ladder

2 computer opponents 5 times



WEIGHT
ROOM

5

3 computer opponents 4 times

12 computer opponents once (3 at a time
until all 10 have been wrestled)

2 PLAYERS

VS - Play against each other

COOPERATIVE - Team up against all 12 opponents, two at a time

BUDDY - Human and Computer against Human and Computer

3 PLAYERS

VS - Every man for himself

TEAMS - 2 human players against 1 human

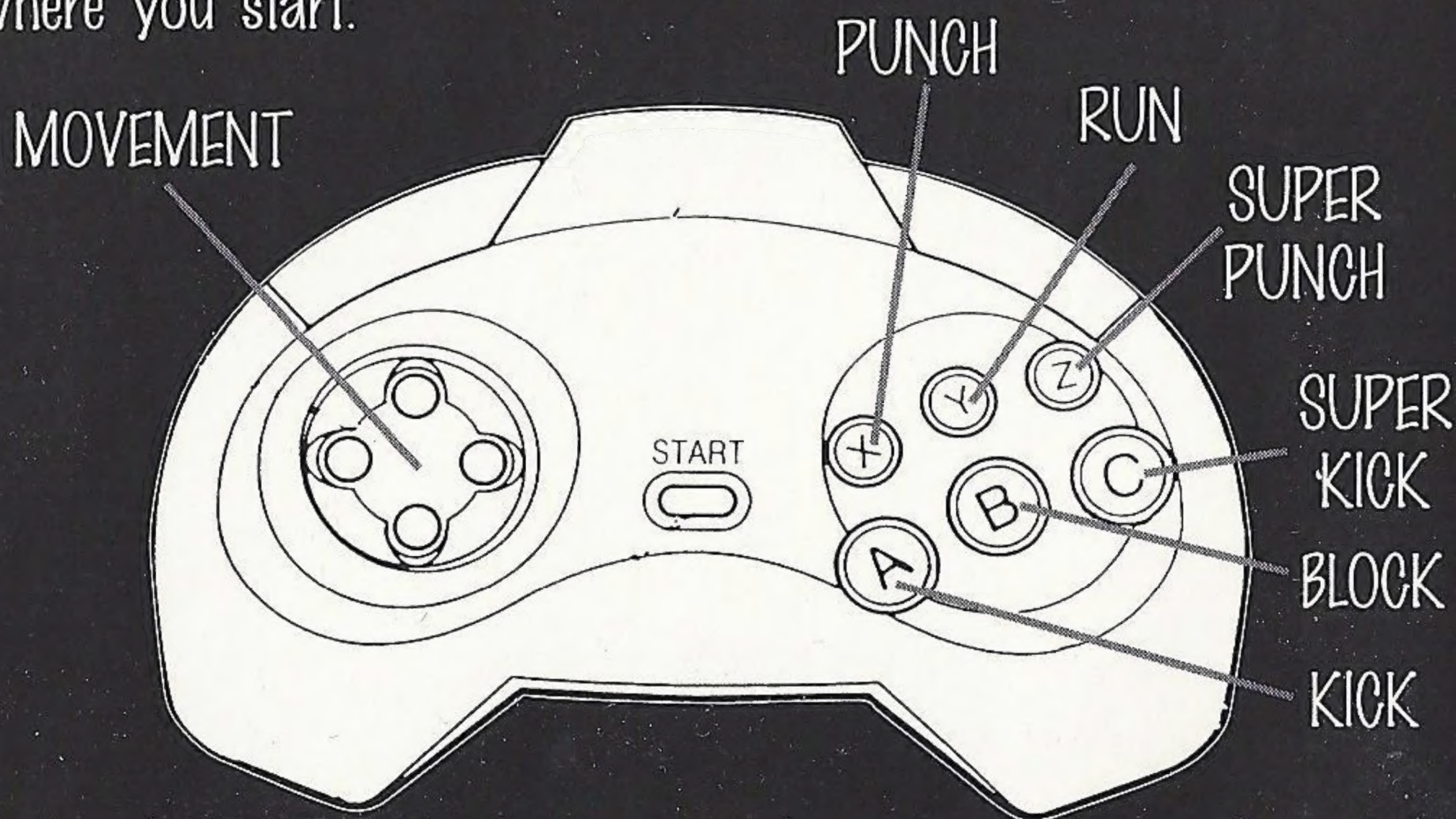
4 PLAYERS

VS - Every man for himself

TEAMS - Player 1 & 2 VS Player 3 & 4

OFFENSE & DEFENSE: THE BASICS

NOTE: THESE ARE DEFAULT CONTROLS. YOU MAY ALTER YOUR CONTROLLER CONFIGURATION IN THE CONTROL SETUP OPTION. Okay, maybe all the action is taking place **WF** IN YOUR HOUSE™, but face facts: This is the **WF**, so you better be prepared for pulse-pounding, powerslamming action! Here's where you start:



OFFENSE:

PUNCH - X

SUPER PUNCH - Z

KICK - A

SUPER KICK - C

HEAD BUTT - X or Z

while up close

KNEE - A or C while up close

UPPERCUT - Down and

Z while up close

LIFT OVERHEAD - Z + C

simultaneously

RUN - (A + X) or Y

GRAB AND FLING - Away-

Away-Super Punch

HIP TOSS - Away-Away-

Punch

HEAD GRAB - Toward-

Toward-Super Punch

Try different button and move

combinations for super moves and gadget moves!

DEFENSE:

BLOCK - B

REVERSAL MOVES (when

being head held)-Down,

Down-Super Kick or Toward-

Toward-Super Punch.

The resulting moves will be
different for each wrestler--and

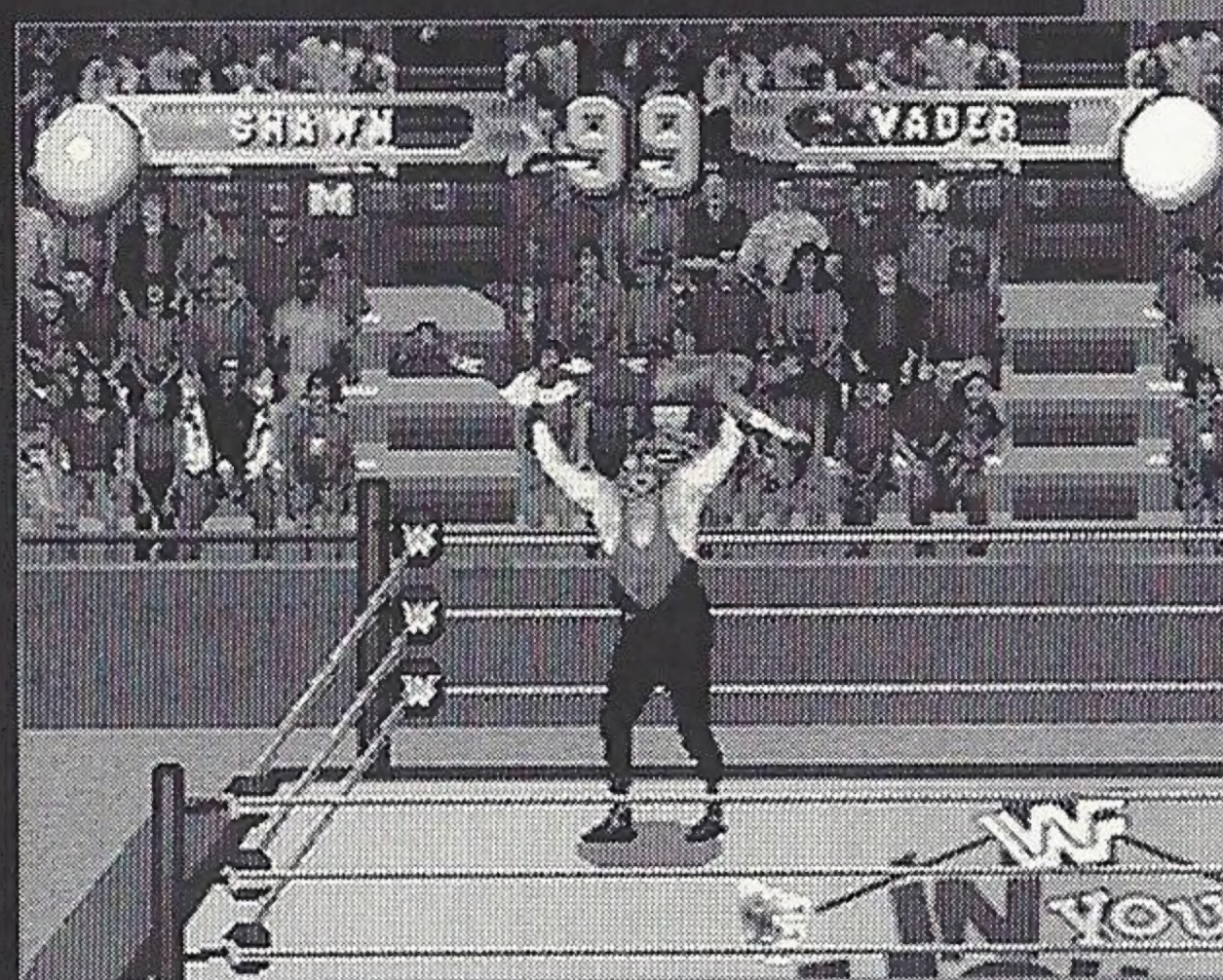
these are not the only moves

available! Experiment during

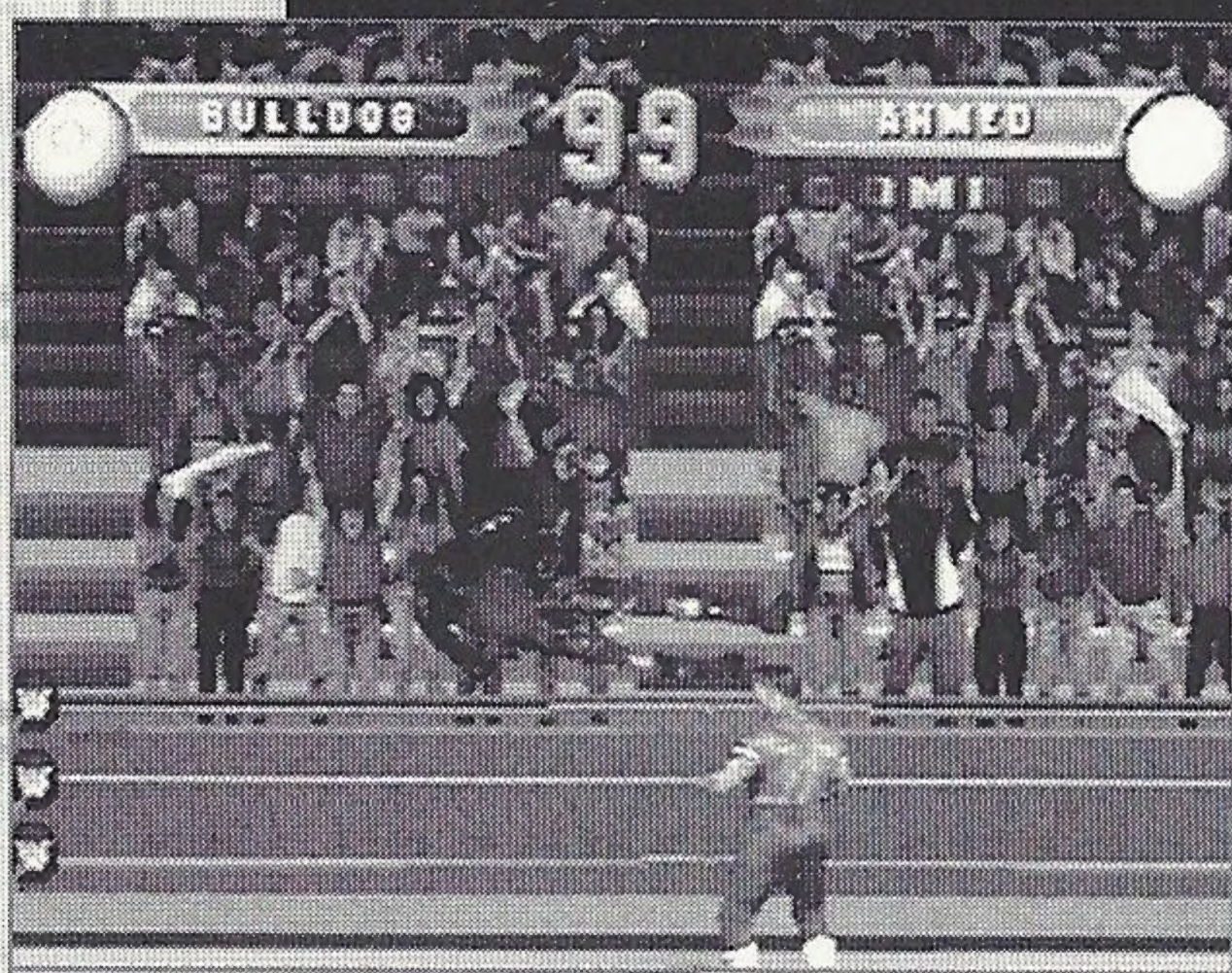
competition to uncover all the available maneuvers!

Roll out of the way when you've been dropped to the mat

UP and DOWN D-PAD.



STEPPING UP THE ATTACK!



Once you've mastered the basics of offense, you can move on to some more sophisticated takedowns; believe us: you're gonna need 'em! But can you figure them out?

TAKE IT TO THE AIR!

Every wrestler has spectacular specialty maneuvers (see wrestler biographies on pages 10-19), but

before working on those finishing moves, you may want to advance to an all-out aerial attack! To mount the turnbuckle, move toward the upper left or right corner of the ring and press UP/RIGHT or UP/LEFT on the D-PAD. Then press any moves button. Look, ma, no hands!

TAKE IT OUTSIDE THE RING!

The whole House™ is your playground-- take the contest outside the ring! But get back in the ring before your energy is gone, or you'll be disqualified and lose the match!

TAKE IT TO THE LIMIT!

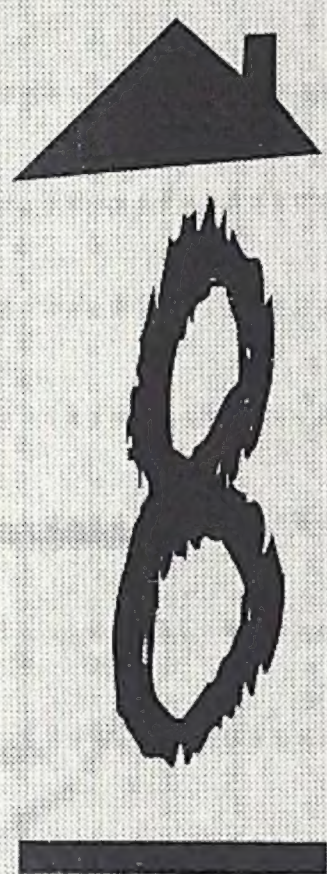
Combination moves are more than the old one-two punch! Maybe you're good enough to pull off a 20-hit combination move? Experiment to discover each wrestler's combination move--then use it to make your opponent say "ENOUGH"!

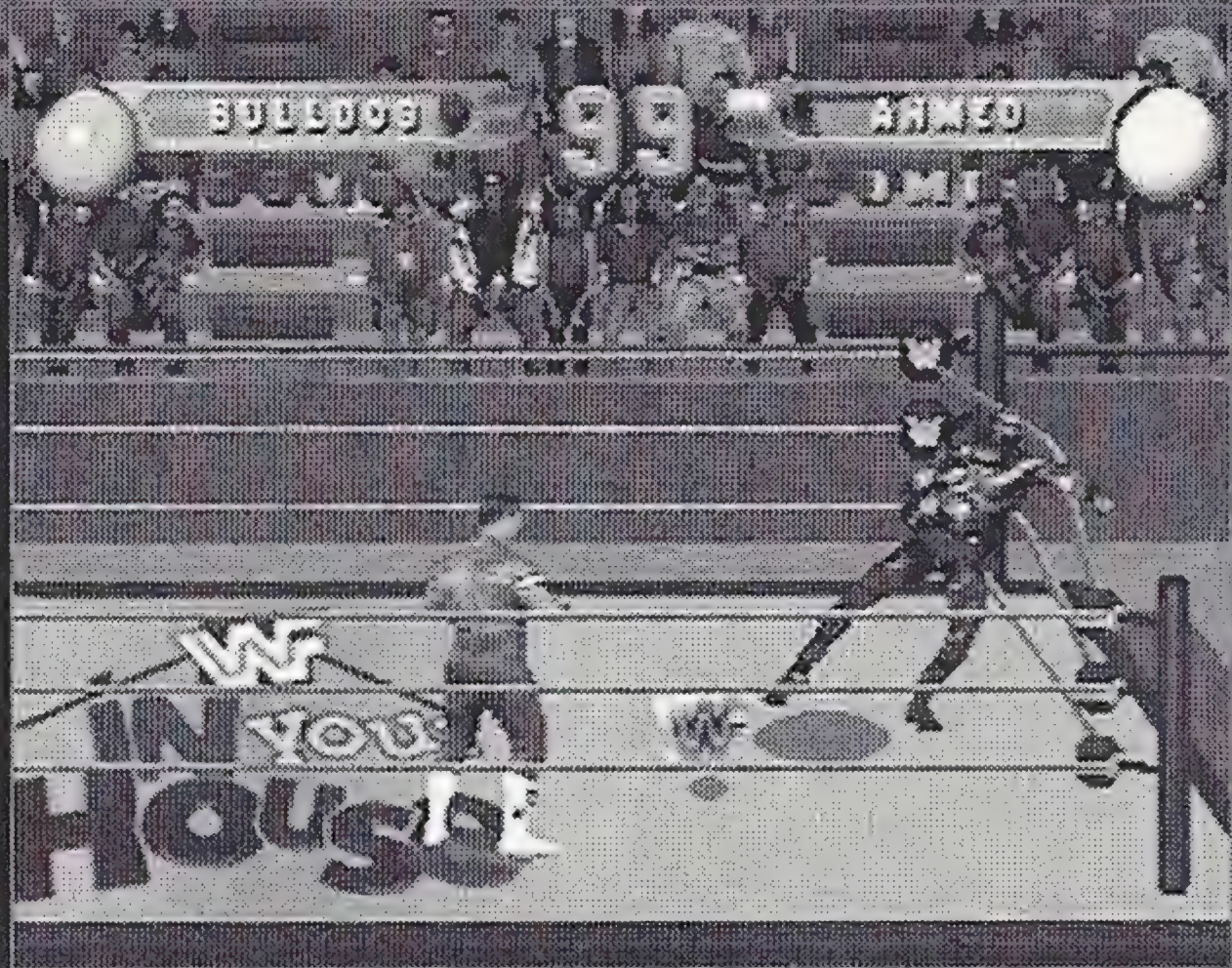
TAKE IT BACK!

If you're pinned in the final round but your combo meter is lit, you can still triumph by frantically pressing buttons to try for a second wind. Then treat your opponent to the ultimate insult: a "back from the dead" decision!

KEEP A SHARP EYE OUT FOR POWER-UPS!

Because **WF** IN YOUR HOUSE™ takes wrestling action to new





levels of extreme excitement, anything can happen--and usually does! Watch for these icons that can affect your wrestler's skills:



You never know what'll happen when you pick this up, but it's gonna be good. It might increase your speed, turn on your combo meter, disorient your opponent or increase your health.



This is bad news, boy-o. Stumble over it and you risk losing health, speed, orientation or combo power.

NOTE: THESE ARE THE DEFAULT POWER UP SETTINGS. THEY CAN BE CHANGED UNDER OPTIONS.

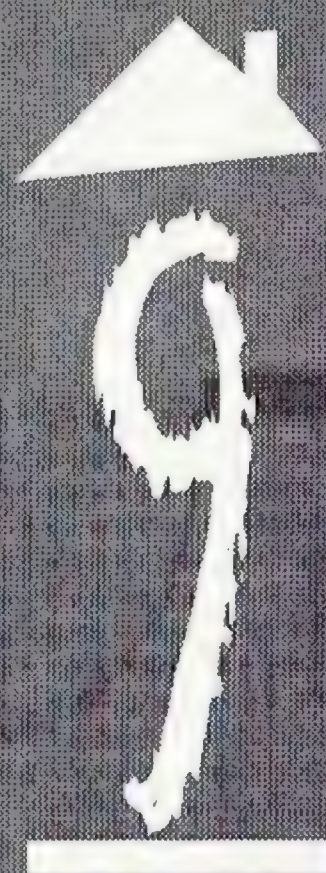
THE **W** MIGHTIEST ARE IN YOUR HOUSE™!

The greatest athletes in the world are in the World Wrestling Federation--and in **W** IN YOUR HOUSE™! On the pages that follow, you'll learn more about these spectacular competitors ... and the moves and maneuvers that can carry you to the greatest victories you've ever imagined!

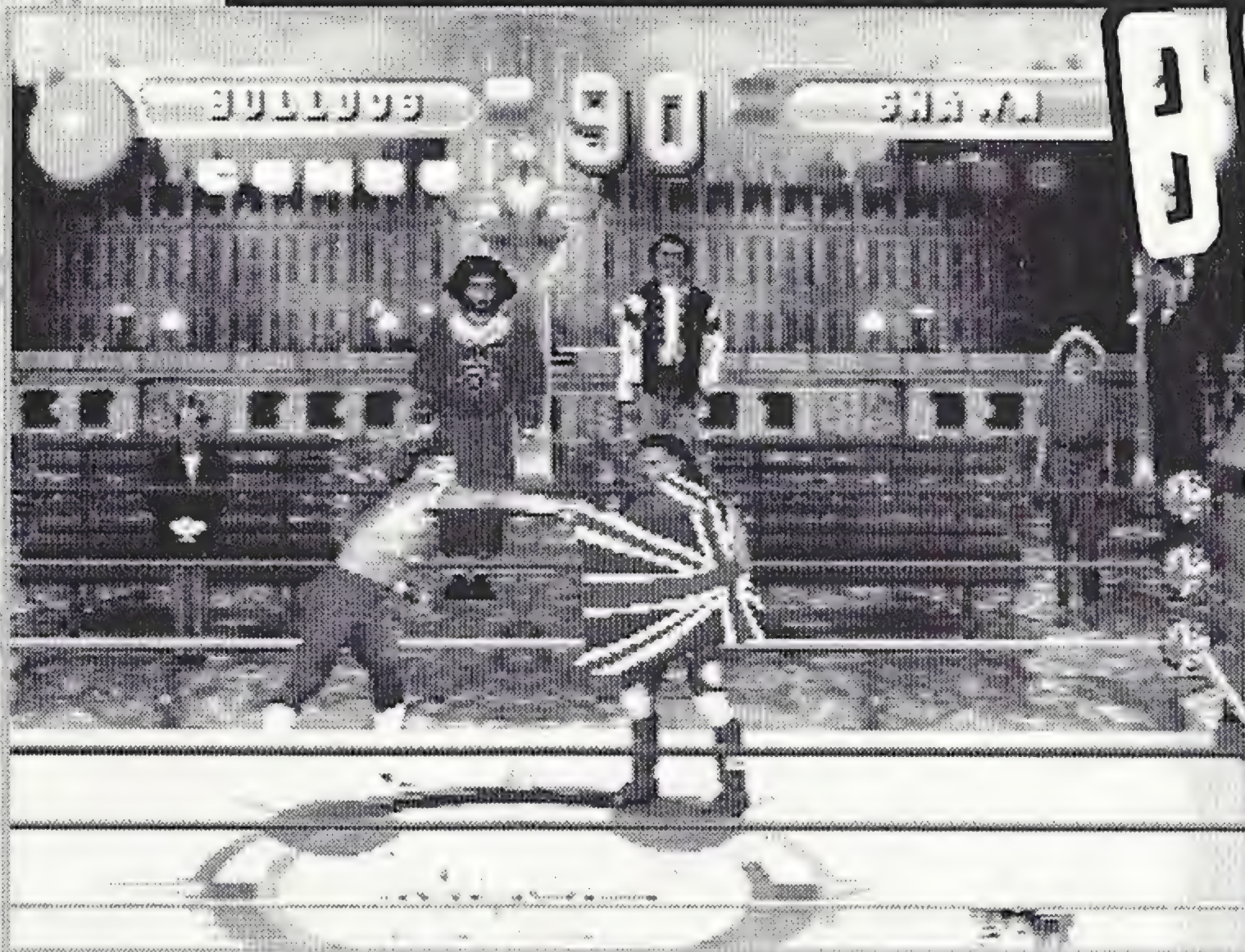
NOTE: THE MOVES BELOW ASSUME THAT YOUR OPPONENT IS TO THE RIGHT. TO PERFORM A MOVE IN THE OPPOSITE DIRECTION, REVERSE THE MOTION.

- P** = punch
- K** = kick
- SP** = super punch
- SK** = super kick

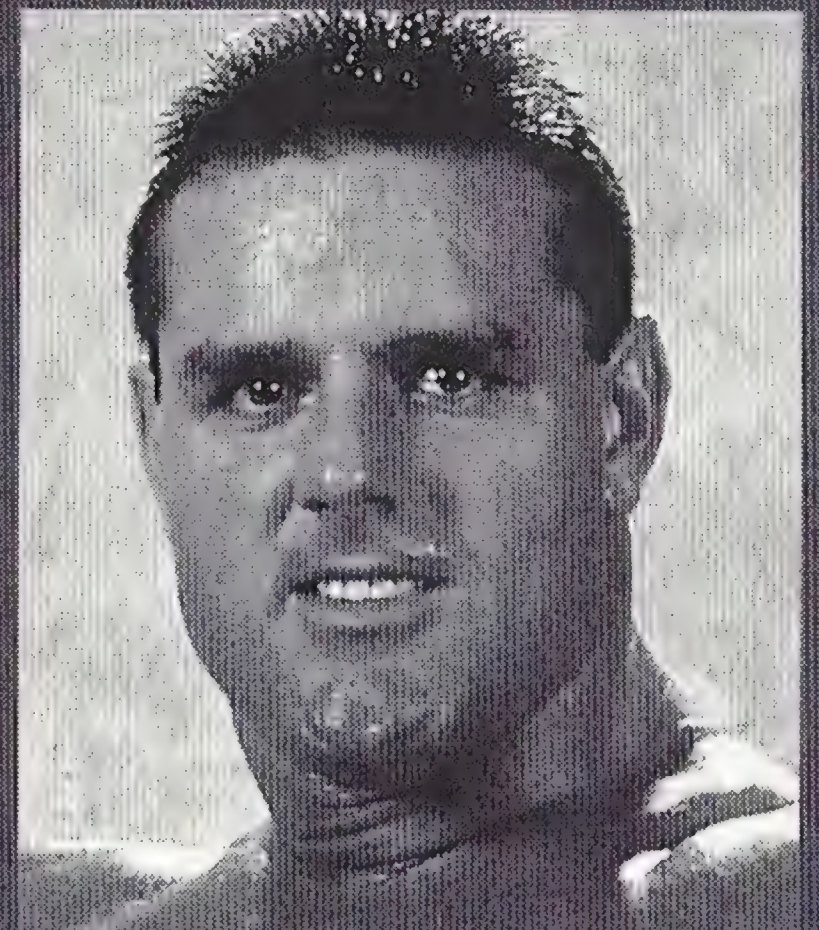
WEIGHT ROOM



BRITISH BULLDOG



"Wake up, old chap:
London Bridge is falling
down—on your head!"



HEIGHT: 6'

WEIGHT: 253 lbs.

HOMETOWN:
Manchester, England

DID YOU KNOW?

The British
Bulldog won
the **WF**
Intercontinental
Title on
August 29,
1992, in
London, England.

SCOUTING REPORT TIP:

Avoiding the Bulldog's
special weapon could give
you a new leash on life!

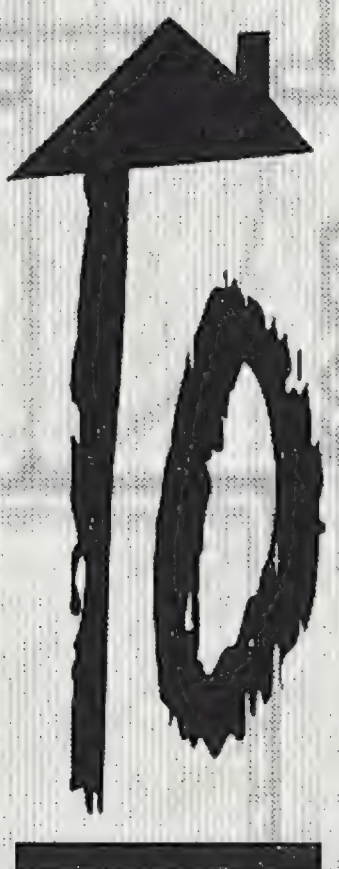
FAVORITE MANEUVERS:

Running Powerslam: →, → **SK**

Belly-To-Back Suplex: →, → **K**

Vertical Suplex: ↓ ↓ **SK** (from a headhold)

Butterfly Suplex: →, → **SP** (from a headhold)



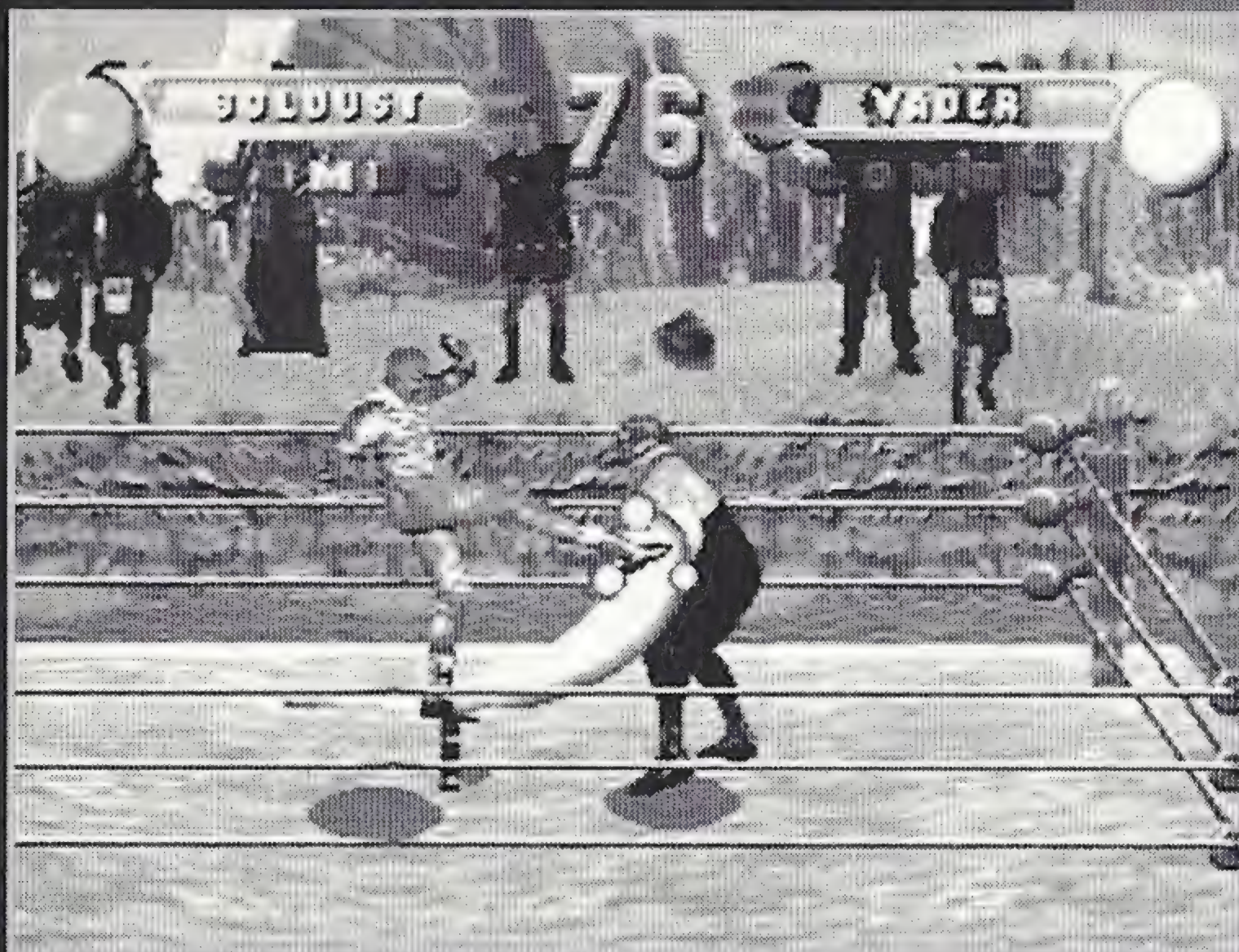
GOLDUST



HEIGHT: 6' 6"

WEIGHT: 260 lbs.

HOMETOWN:
Hollywood, California



"Come into the ring, my dear, where it's lights, camera, and all action!"

Goldust's "Gold Trail" kicks are just one of the distinctive moves that make him a formidable opponent!

SCOUTING
REPORT
TIP:

FAVORITE MANEUVERS:

Curtain Call: ↓ ↓ **SK** (from a headhold)

Flying Clothesline: Run + **SP**

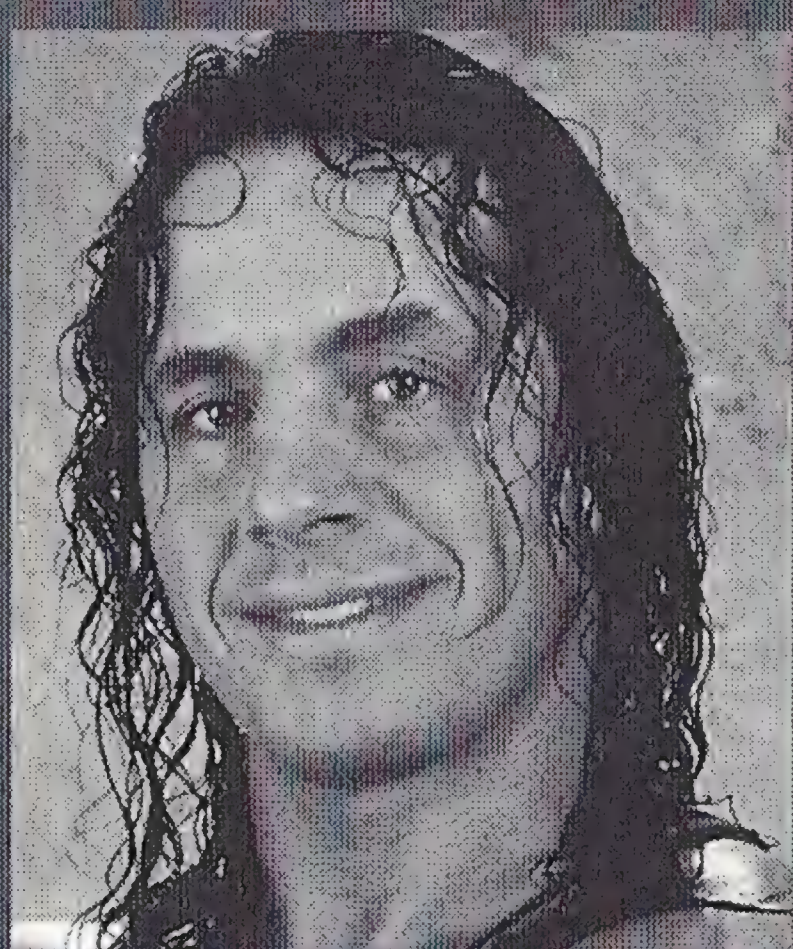
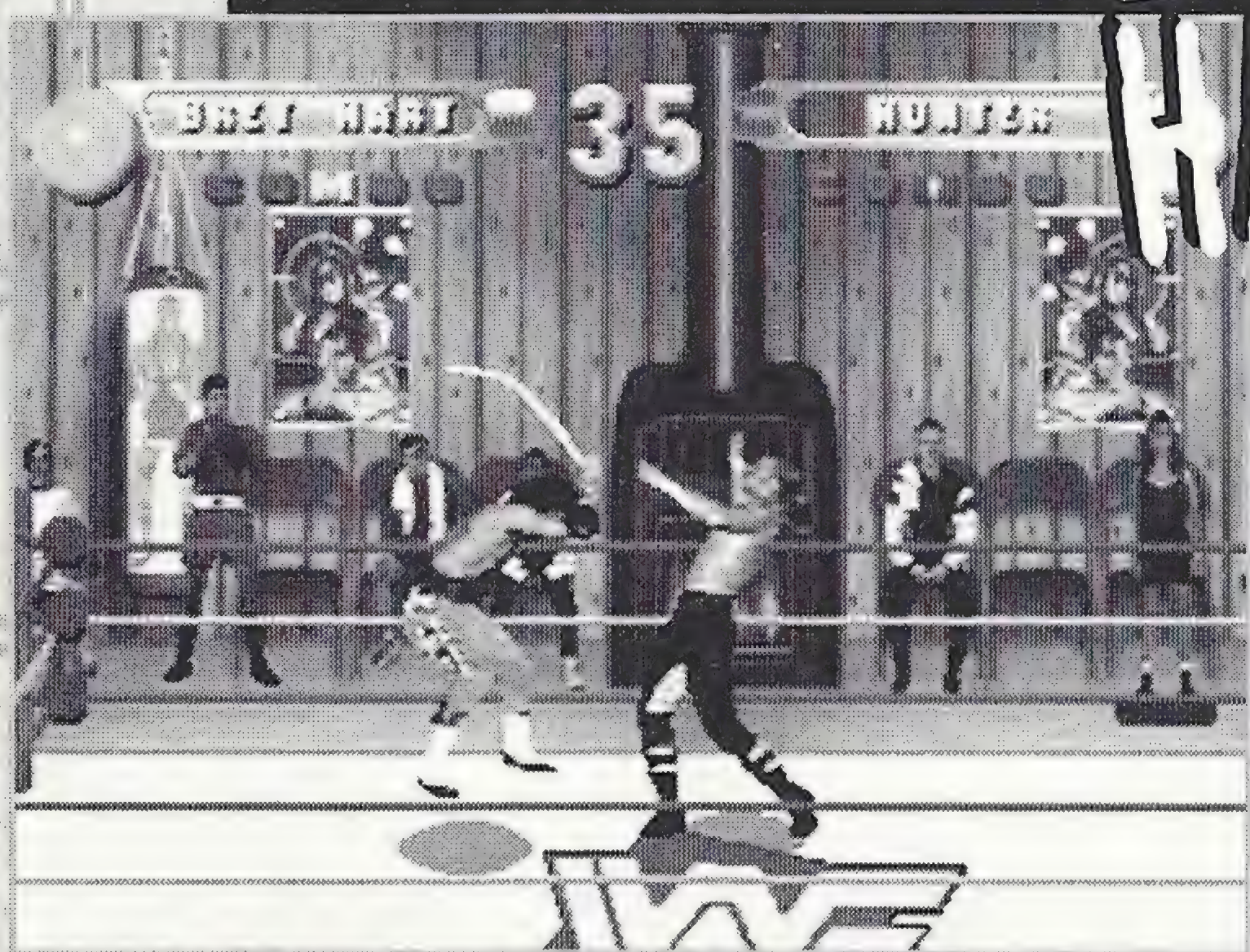
Flying Butt Bump: Run + **SK**

Jawbreaker: ←, ← **P** (from a headhold)

DID YOU KNOW?
Goldust captured
the **WF**
Intercontinental
Title, April 1,
1996, on
*Monday
Night Raw*.



BRET HART



"I am the best there is,
the best there was and
the best there ever will be!"

HEIGHT: 6' 1"

WEIGHT: 234 lbs.

HOMETOWN:
Calgary, Alberta, Canada

DID YOU KNOW?

Bret Hart is a
two-time
former **W**
Intercontinental
Champion and a
three-time
former **W**
Champion!

SCOUTING REPORT TIP:

That Championship belt that
"The Hit Man" displays is for
more than just show!

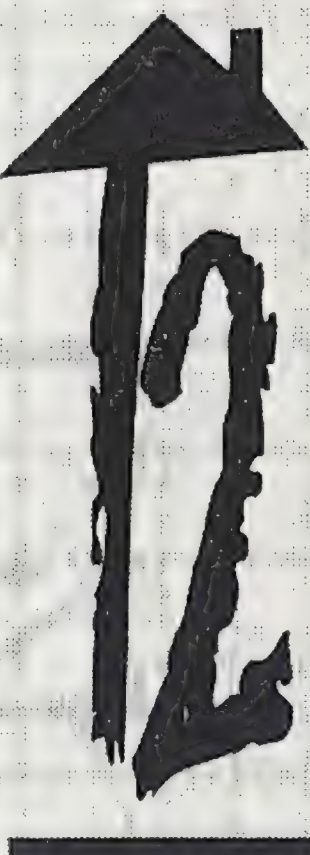
FAVORITE MANEUVERS:

Sharpshooter: →, ←, **SK** (opp on ground)

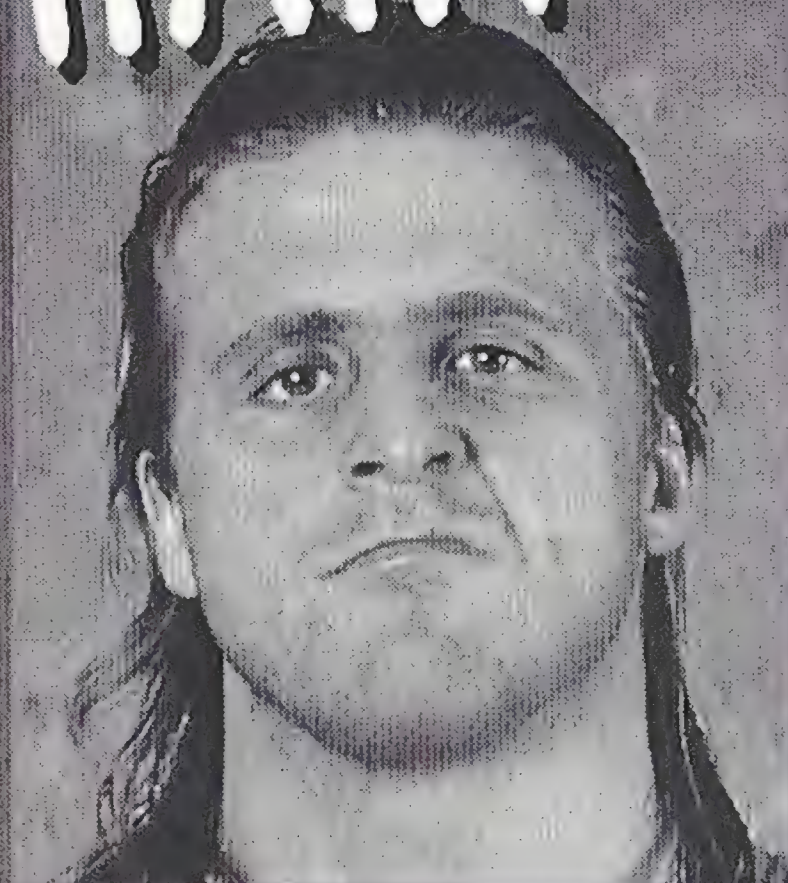
Powerslam: ↓, →, **SP**

Atomic Drop: ↓, ↓, **P**

Crucifix: Charge **SP**



OWEN HART



HEIGHT: 5' 11"

WEIGHT: 227 lbs.

HOMETOWN:

Calgary, Alberta, Canada



"Wrestle the King Of Harts, and you'll crumble like a House of cards in a tornado!"

This honored King Of The Ring doesn't speak too softly—but he does carry a big scepter!

SCOUTING
REPORT
TIP:

DID YOU KNOW?

Former **WF** World Tag Team Champion Owen Hart captured King Of The Ring honors on June 19, 1994.

FAVORITE MANEUVERS:

Butterfly Suplex: ↓, ↓, **P** (from a headhold)

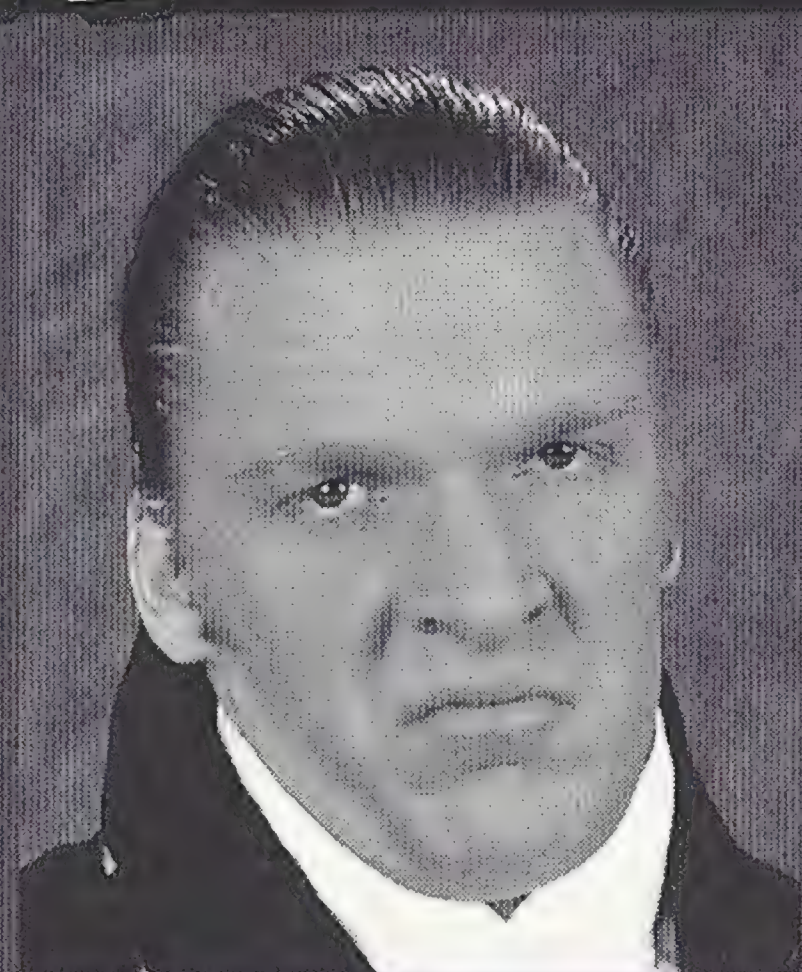
Sharpshooter: ←, **SK** (opp on ground)

Northern Lights Suplex: ←, →, **SP** (from a headhold)

Overhead Belly To Belly Suplex: ←, ← **P**



HUNTER HEARST- HELMSLEY



"Money, beautiful women,
all the wrestling skills I
need--face up to facts:
you have nothing, and
HHH has it all!"

HEIGHT: 6' 4"

WEIGHT: 246 lbs.

HOMETOWN:
Greenwich, Connecticut

DID YOU KNOW?

Hunter Hearst-
Helmsley's
personal
fortune is
estimated to be
in the \$250-
million range!

SCOUTING
REPORT
TIP:

This wealthy fiend's fashion
accessories are not always
just for show!

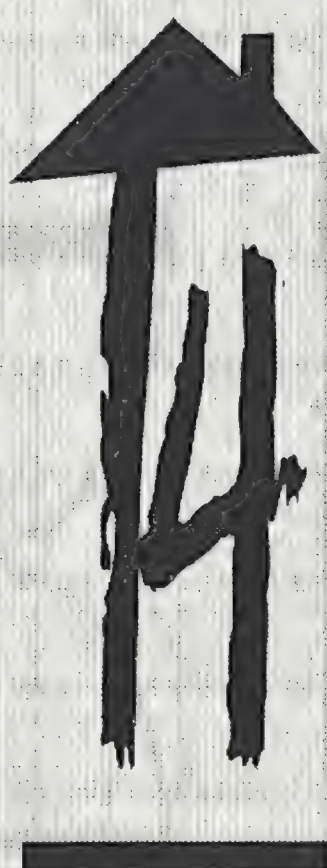
FAVORITE MANEUVERS:

Pedigree: →, → **SP** (from a headhold)

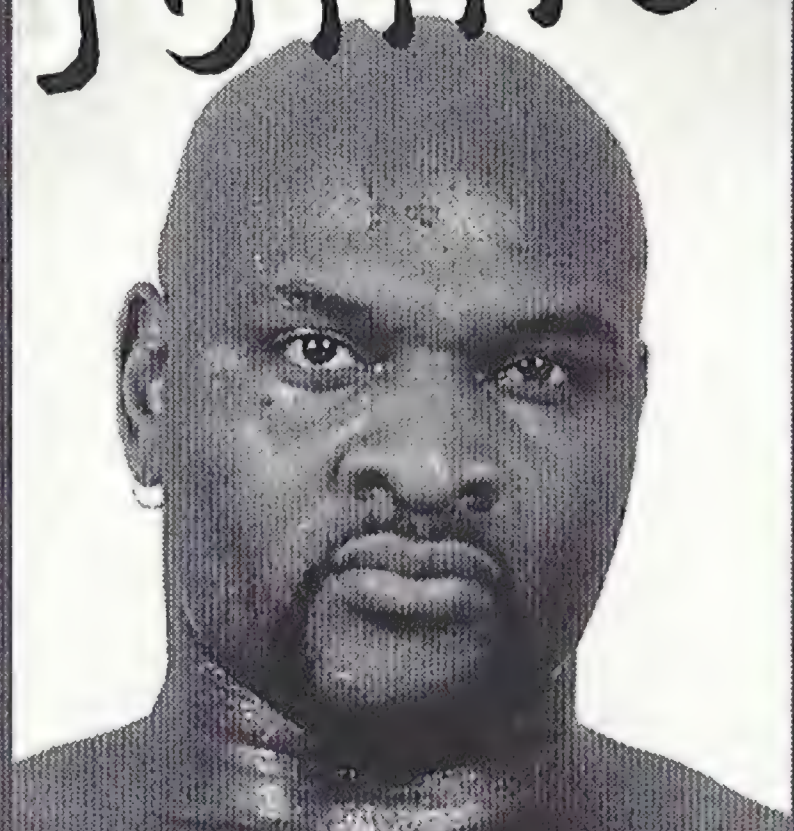
Overshoulder Armbreaker: ↑, ↓, **P**

Bulldog: →, →, **P**

Vertical Suplex: ←, ←, **K**



AHMED JOHNSON



HEIGHT: 6' 2"
WEIGHT: 305 lbs.
HOMETOWN:
Pearl River, MS



"This ain't no garden party, brother, this is **W** wrestling, where only the strongest survive —and I AM a survivor!"

Ahmed's offensive attack is based on power, power and more power; out-muscling him is NOT an option.

SCOUTING
REPORT
TIP:

FAVORITE MANEUVERS:

Pearl River Plunge: ←, ← **SK** (from a headhold)

Sidewalk Slam: ↑, ↓, **K** (from a headhold)

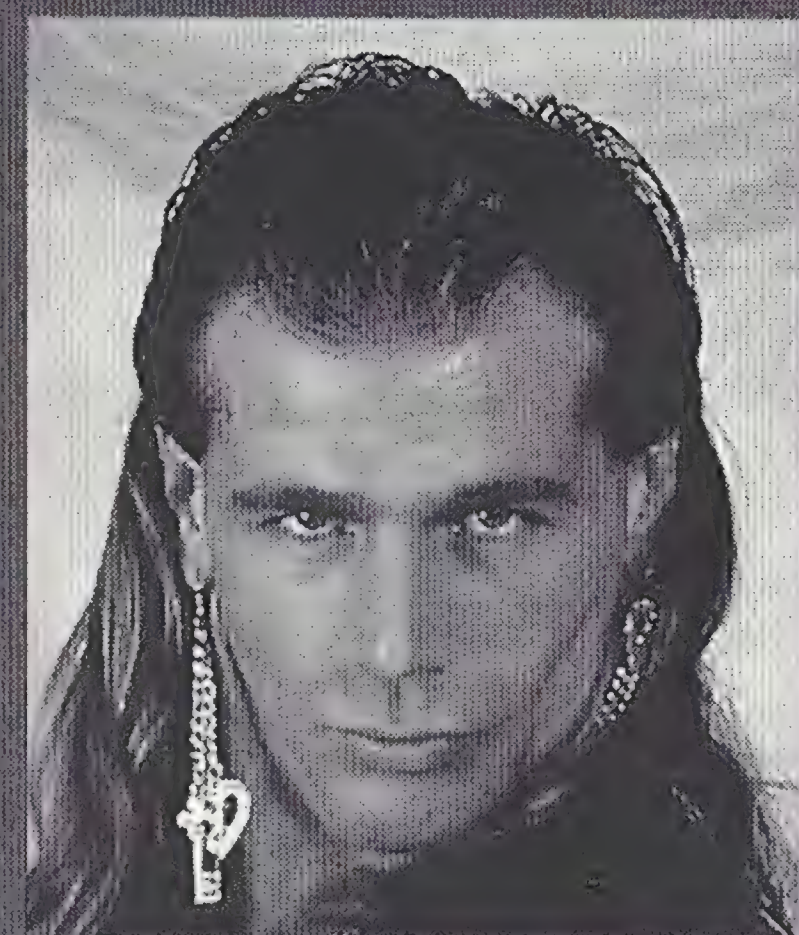
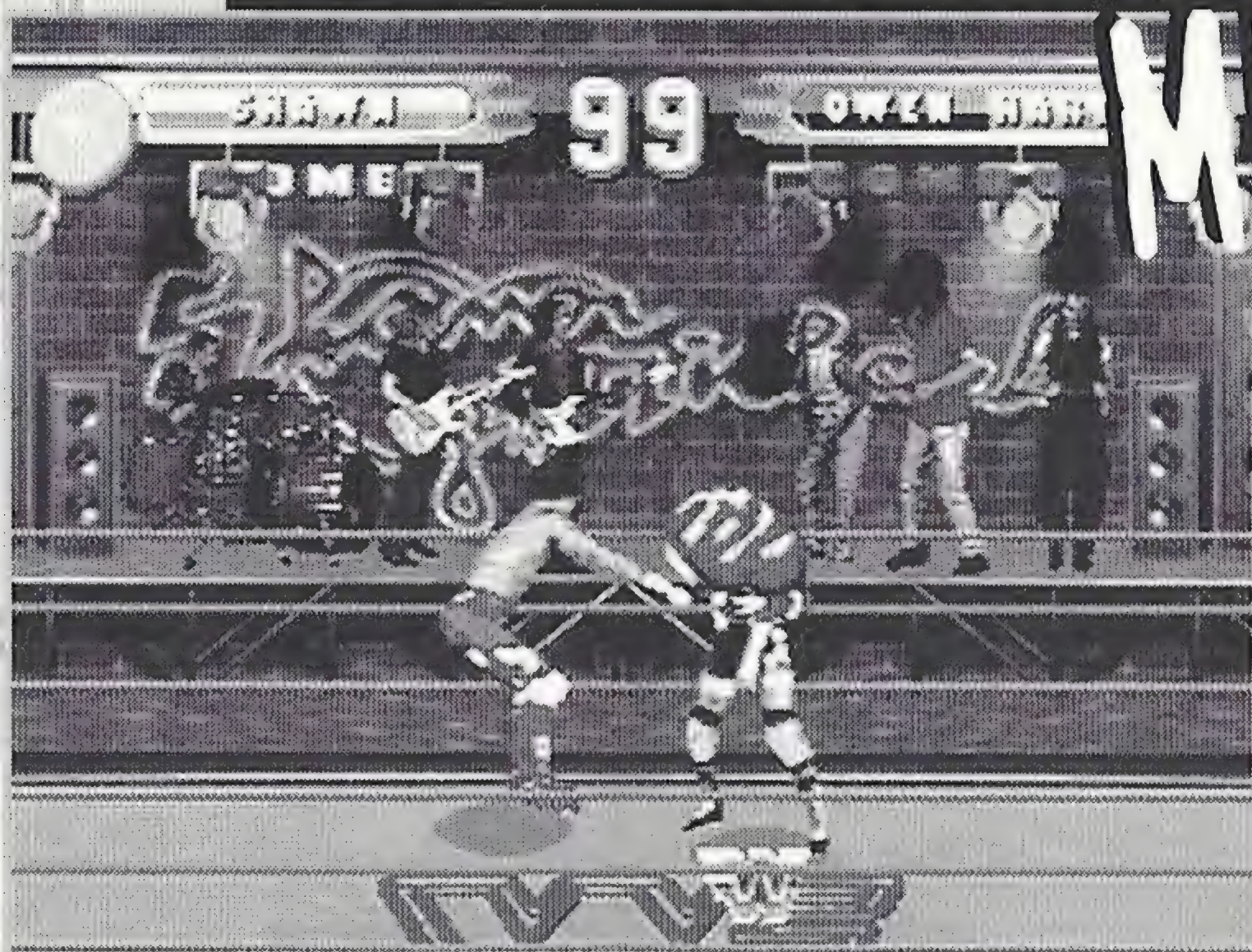
Jawbreaker: Charge **P**

Dragon Suplex: ↓, ↓, **P**

DID YOU KNOW?
Ahmed Johnson captured the **W** Intercontinental Title on June 23, 1996, at the King Of The Ring pay-per-view event..



SHAWN MICHAELS



"Rock 'n' roll will soothe your soul, baby, but Shawn Michaels will pound your sorry butt black and blue!"

HEIGHT: 6' 1"

WEIGHT: 227 lbs.

HOMETOWN:
San Antonio, Texas

DID YOU KNOW?

WF World Champion Shawn Michaels has also held the **WF** Intercontinental and **WF** World tag team titles!

SCOUTING REPORT TIP:

Speed, agility and fast kicks are the triple threats to avoid...if you can!

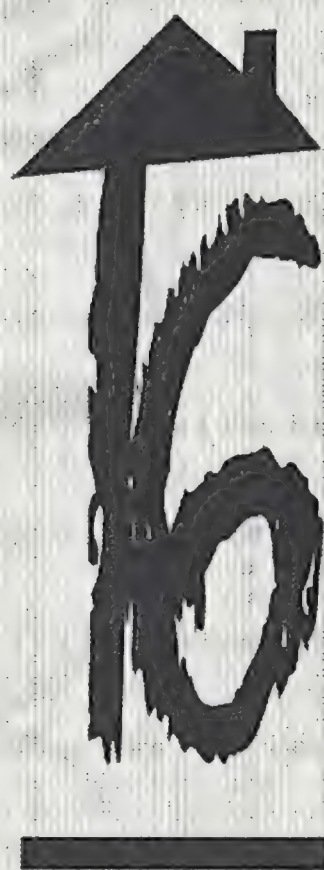
FAVORITE MANEUVERS:

DDT: ←, ← **SP** (from a headhold)

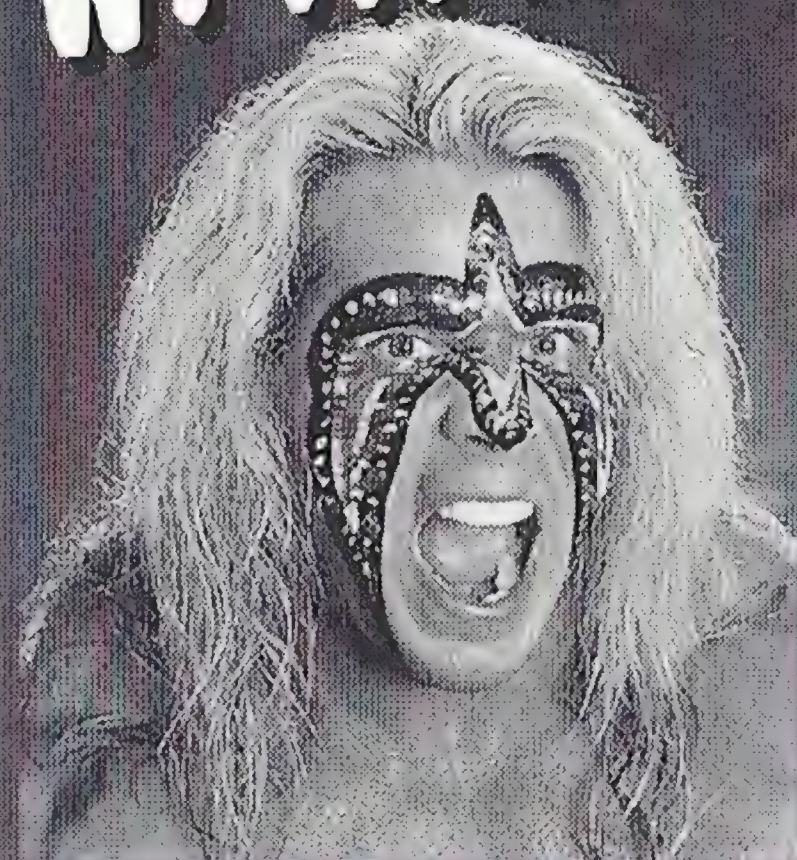
Flying Headscissors: →, → **K**

Crucifixion: →, → **SK**

Belly-To-Back Suplex: ↓, ↓ **SP**
(from a headhold)



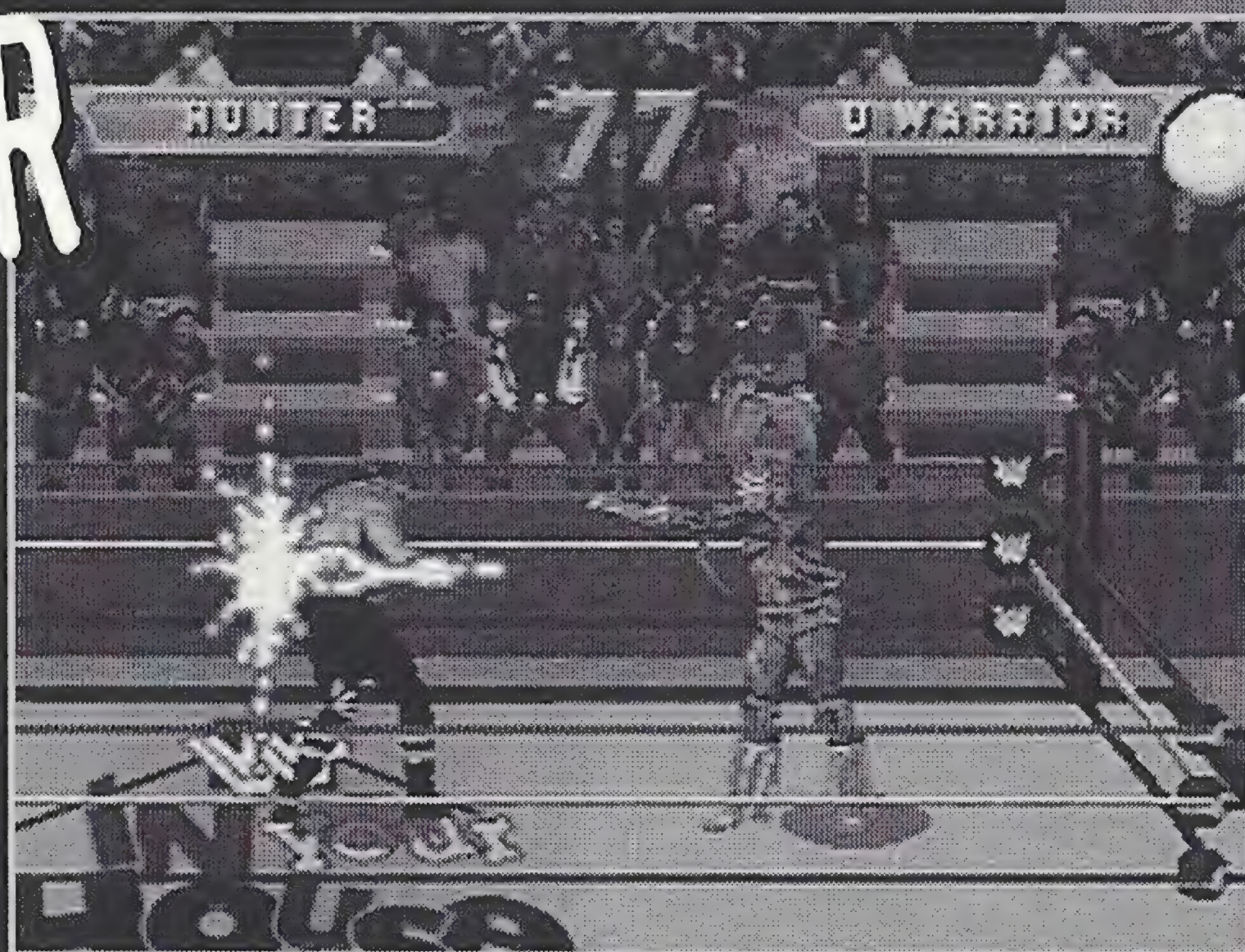
ULTIMATE WARRIOR



HEIGHT: 6' 2"

WEIGHT: 260 lbs.

HOMETOWN:
Parts unknown



"Prepare to face the unification of all the forces and powers of the universe! Prepare to face the Ultimate Warrior!"

Ultimate Warrior's tassels aren't there to keep flies away from his armpits!

SCOUTING
REPORT
TIP:

DID YOU KNOW?

On April 1, 1990, Ultimate Warrior won the **W** World Championship.

FAVORITE MANEUVERS:

Gorilla Press Slam: ↓, ↓ **P** (from a headhold)

Flying Shoulder Tackle: Run + **SP**

Side Salto Suplex: →, → **P** (from a headhold)

Backbreaker: ↓ + **SP** (when held overhead)



THE UNDERTAKER



"When you choose to wrestle The Undertaker, you've accepted the gravest of all challenges."

HEIGHT: 6' 10"
WEIGHT: 328 lbs.
HOMETOWN: Death Valley

DID YOU KNOW?

The Undertaker captured the **W** World Championship on November 27, 1991.

SCOUTING REPORT TIP:

Undertaker's Tombstone Piledriver is a formidable finisher... but it's not the only tombstone up his deadly sleeve!

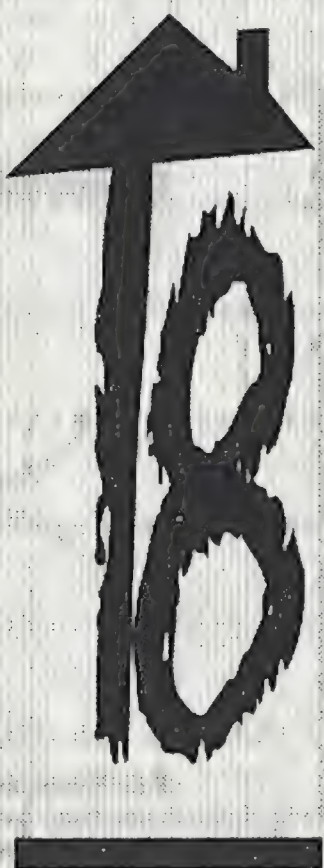
FAVORITE MANEUVERS:

Sliding Choke Slam: ↓, → **P**

Tombstone Piledriver: ↓, ↓ **SK** (from a headhold)

Belly-To-Belly Suplex: ←, → **SK**

Dropkick: Run + **SK**



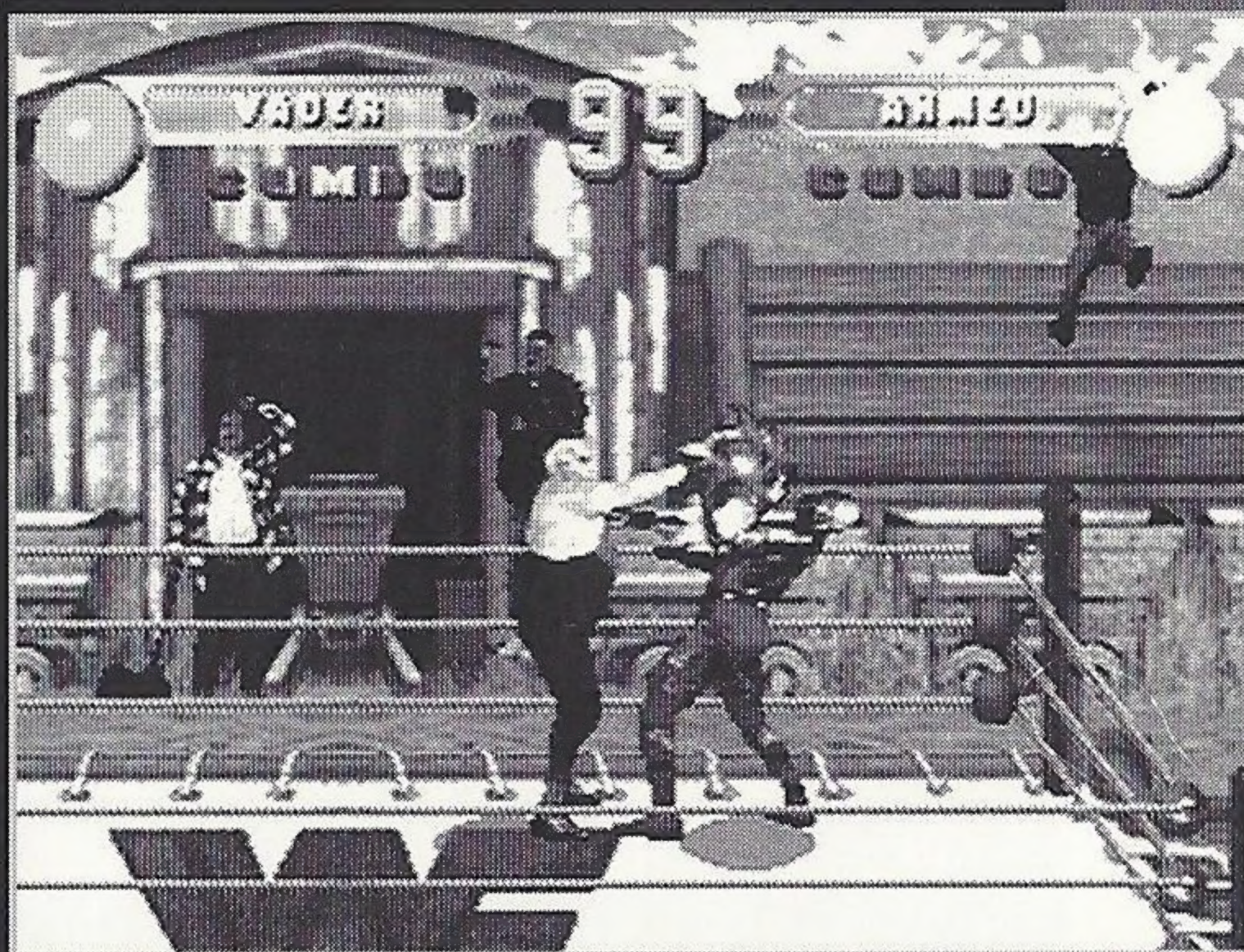
VADER



HEIGHT: 6' 5"

WEIGHT: 458 lbs.

HOMETOWN:
Rocky Mountains



"Are you tough enough to play the pain game? HA! You pitiful fool! Play the pain game with Vader, you WILL lose!"

Vader may be big, but he's also agile; watch out for this big man's aerial repertoire!

SCOUTING
REPORT
TIP:

DID YOU KNOW?
Vader played professional football for a Los Angeles team from 1977-81.

FAVORITE MANEUVERS:

Vader Bump: Run + **SK**

Vader Bomb: →, → **SP** (from a headhold)

Moonsault: **P** (when on top rope)

Choke Slam: ↑, ↑ **SP**

STRATEGIES FOR SURVIVING IN YOUR HOUSE™!

Just because you're wrestling **W** IN YOUR HOUSE™ doesn't mean you've become the king of your castle ... yet. Here are a few tips for dominating the squared circle:

Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

Prepare to react quickly: Power-Ups (and Power-Downs!) can appear at any moment ... and you'll never know when outside interference is likely to occur!

Each wrestler has a sensationally spectacular Super Pin finishing maneuver! Figure out the secret button configuration that executes these hardcore moves and rule the ring!

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

World Wrestling Federation and its logos are trademarks of TitanSports, Inc. © 1996 TitanSports, Inc. All Rights Reserved. Developed by Sculptured Software, Inc. SPACE JAM: TM & © 1996 Warner Bros. Developed by Sculptured Software, Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, NY 11542-2777.

Join the Nation at <http://www.acclaimnation.com>

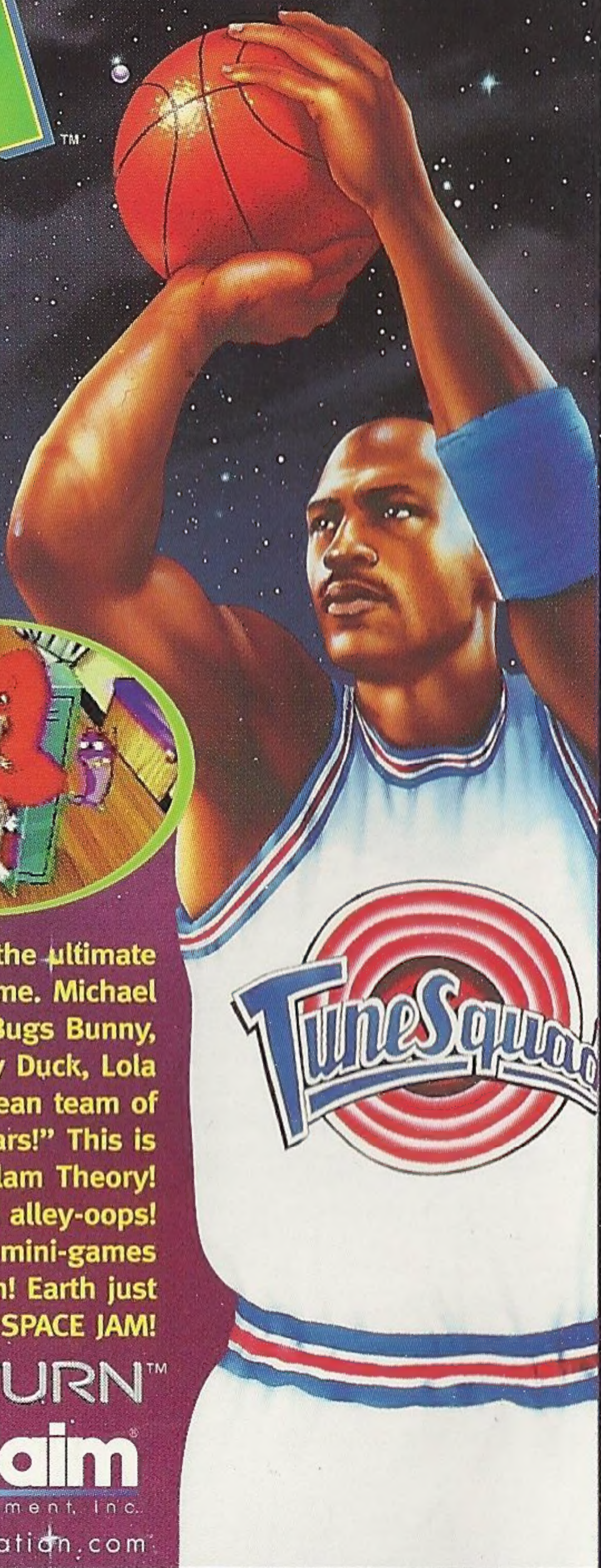
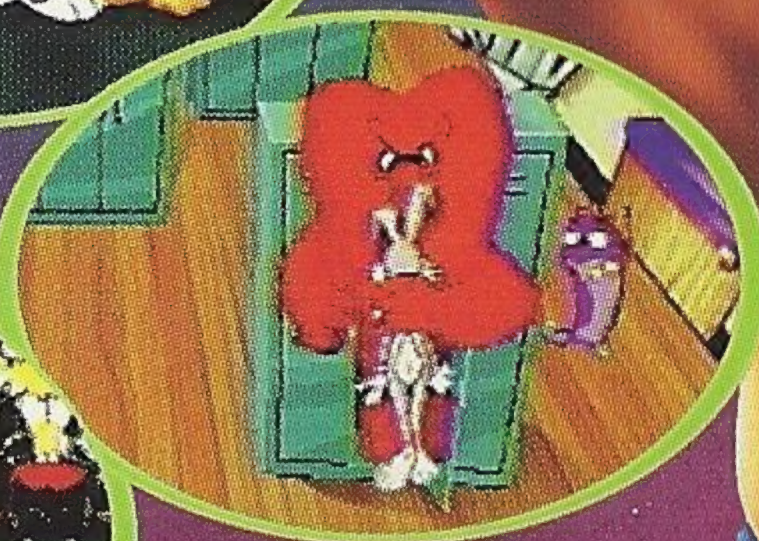
Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244; Canada #'s 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. # 1,535,999.



JORDAN JAMS! BUGS SLAMS!

Warner Bros.

SPACE JAM™



It's the ultimate pick-up game. Michael Jordan vs. Bugs Bunny, Porky Pig, Daffy Duck, Lola Bunny and a mean team of outlandish alien "Monstars!" This is intergalactic hoops according to the Big Slam Theory! Extraterrestrial dunks! Anti-gravitational alley-oops! Stellar gameplay! And a bunch of mini-games overstuffed with wacky cartoon mayhem! Earth just wasn't big enough. **SPACE JAM!**

SEGA SATURN™

Acclaim
entertainment, inc.

www.acclaimnation.com



Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.

For more information on game ratings contact The ESRB at 1-800-771-3772

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

Acclaim is a division and registered trademark of Acclaim Entertainment, Inc.

® & © 1996 Acclaim Entertainment, Inc. All Rights Reserved.

This game is licensed for use with the Sega Saturn™ system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights reserved.